

**WE'RE KNOWN AS THE MAKER OF
THE BEST COMPUTER WARGAMES.**

**NOW WE'RE GOING FOR
THE SAME REPUTATION IN
FANTASY GAMING.**



STRATEGIC SIMULATIONS, INC.

08561000

PAGE 8

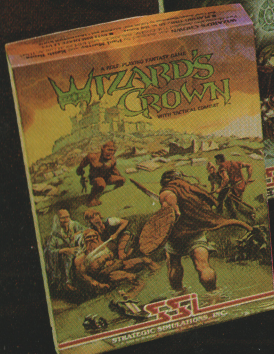
PAGE 1

QUESTRON
A Fantasy Adventure Game

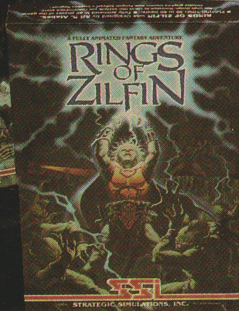
PAGE 8

**GEMSTONE
WARRIOR**

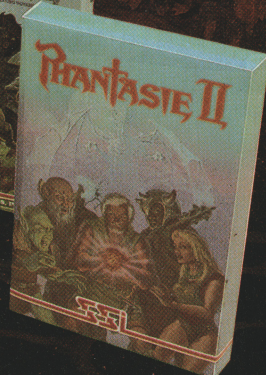
PHANTASIE



PAGE 1



PAGE 1



PAGE 1

SPRING 1986 CATALOG

With the introduction of three brand new fantasy games in this catalog, SSI now offers six games of this ever-popular genre. In every way, this proud line firmly establishes SSI as a force in the field of fantasy adventuring.

Not that we've forgotten or neglected our roots — wargaming. In fact, our new entries, **BATTLE-GROUP™** and **NAM™**, will only add to the insurmountable lead we enjoy as the maker of the very best computer wargames.

And if your tastes run more toward sports or science fiction or educational entertainment, we offer critically acclaimed software in each of these categories as well.

We've tagged every one of our 53 titles as Advanced, Intermediate, or Introductory.

■ **ADVANCED** means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.

■ **INTERMEDIATE** applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

■ **INTRODUCTORY** games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

Look for our games at your local computer/software or game store today.

If there are no stores near you, VISA and Mastercard holders can order by calling **toll-free 800-443-0100, x335**. To order by mail, send your check to: SSI, 1046 N. Rengstorff Ave., Mountain View, CA 94043. California residents, please add 7% sales tax.

Be sure to specify the computer format of the game.

Add \$2.00 to your order for shipping and handling. Allow 4-6 weeks for delivery.

Every SSI game carries a 14-day "satisfaction or your money back" guarantee. To exercise this guarantee, you must include a dated sales receipt with the complete game(s).

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any **technical** questions or problems regarding any of our games, you can call our **HOTLINE NUMBER: (415) 964-1200** every weekday, 9 to 5 (PST).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

INTERNATIONAL DISTRIBUTORS

THE JEDKO GAMES CO. PTY. LTD.
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Moorabbin, Victoria 3189
AUSTRALIA

STARCRAFT INC.
3-22-3 Zoshigaya
Toshima-ku 171
Tokyo JAPAN

SPECIAL CLOSE-OUT BARGAINS

Order the following directly from SSI:
CLOSE-OUTS AT 50% OFF:

- **CYTRON MASTERS**
AP/AT disk: \$19.98
- **GALACTIC GLADIATORS**
AP & IBM disks: \$19.98 each
- **THE SHATTERED ALLIANCE**
AP disk: \$29.98
AT disk: \$19.98
- **NAPOLEON'S CAMPAIGNS**
AP disk: \$29.98
- **EPIDEMIC!**
AP, AT, IBM disks: \$17.48 each
- **FORTRESS**
AP, AT, C-64 disks: \$17.48 each

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While supplies last, we are selling the following games in ziplock bags at half price:

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- **COMPUTER CONFLICT:** \$19.98
- **BATTLE OF SHILOH:** \$19.98
- **OPERATION APOCALYPSE:** \$29.98
- **ROAD TO GETTYSBURG:** \$29.98
- **PURSUIT...GRAF SPEE:** \$29.98

Atari disk

- **BATTLE OF SHILOH:** \$19.98

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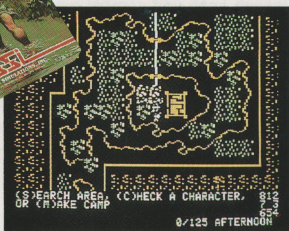
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NEW GAMES • NEW CONVERSIONS



ALL
NEW!

APPLE (avail. now)
C-64 (April)
Intermediate.



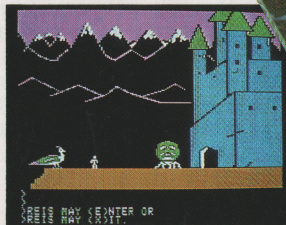
Guide a valiant band of adventurers on a perilous quest to recover the precious WIZARD'S CROWN™. Usurped by the traitor Tarmon, it lies imprisoned behind spell-woven walls in the shattered ruins of Arghan. Eight pre-made characters await your orders, or you can create your own. Arm them with different weapons and skills as they search for clues among the maze of streets, buildings and dungeons. When your heroes clash against the vile denizens of Arghan, this exciting role-playing game boasts a unique feature: You can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. By Paul Murray & Keith Brors.

Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the RINGS OF ZILFIN™ is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from Penguin Software's Graphic Magician®.



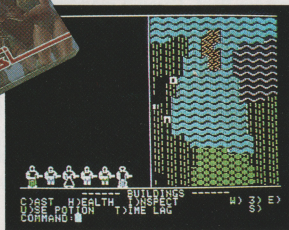
ALL
NEW!

APPLE (avail. now)
C-64 (April)
Introductory.



ALL
NEW!

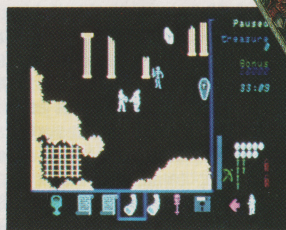
APPLE (avail. now)
C-64 (now)
Introductory.



Following in the footsteps of PHANTASIE™, one of SSI's most successful and popular games, is PHANTASIE II™, where a new adventure beckons. The Dark Lord Nickademus has cast a curse on a beautiful island and its people. Your mission is to remove this curse and save the island... no easy task since you have little to go on. All you know is that the curse is embodied in an evil orb. To find this orb, you can enlist the help of one to six characters (the same ones you used in Phantasia, or start anew with different ones). With your motley crew, you'll map out new terrain, explore dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. With all these magical distractions and obstructions, don't forget your primary goal: Locate the orb and find a way to destroy it! By Doug Wood.

Disaster has struck! The Gemstone, source of all that is good, has been stolen by the loathsome inhabitants of the Netherworld. Worse yet, they have split this precious Gift of the Gods into five pieces! The GEMSTONE WARRIOR™ must fight his way through the Netherworld's treacherous labyrinths guarded by black-hearted abominations, locate all Five Pieces, and return the Gemstone to the temple altar. Besides heart-pounding, real-time action and beautifully animated Hi-Res graphics, this game also offers the challenge of strategy. With all the weapons at his disposal — crossbow, fireballs and magic — his most powerful is wisdom. And this you must provide for him. By Peter Lount, Trouba Gossen & Kevin Pickell.

Note: APPLE disk is 64K.



NEW
MAC

Avail. April
Also APPLE,
ATARI, C-64.
Introductory.

NEW GAMES • NEW CONVERSIONS



ALL
NEW!

APPLE & C-64
(avail. now)
Advanced.



Where KAMPFGRUPPE™, our best-selling wargame, was the definitive simulation of tactical armored warfare on the Russian Front, BATTLEGROUP™ offers the same excitement and detail in recreating armored combat on the Western Front. Practically all land weapons used by Germany, the U.S. and Great Britain from 1943-45 are included.

Although each unit symbol represents a platoon, the computer calculates hit probabilities of every weapon and resolves combat down to each individual tank, gun and infantryman. You can create any Western Front map and battle you like. Or you can play one of four scenarios provided. New rules that govern unit stacking and panic have been added to heighten realism. During solitaire play, the computer can direct either side. By Gary Grigsby.

America's most controversial war is recreated in NAM™. This tactical wargame puts you in command of American, South Vietnamese and South Korean infantry, artillery, paratroopers, marines, rangers and air cavalry in six historical operations. Patrol dense jungle. Search out and destroy the enemy in his underground strongholds. Engage in bitter street fighting in Hue during the Tet Offensive. Directed by the computer, the elusive Viet Cong and battle-hardened regulars of the North Vietnamese Army appear only to fire and move, then slip away and disappear again. In the real war, our forces were told to hold ground, to stay even. Not this time. Now, you'll be fighting to win. By Roger Damon & Jeff Johnson.



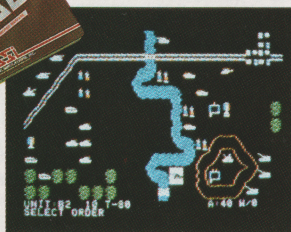
ALL
NEW!

ATARI (avail. now)
APPLE, C-64
(March)
Introductory.



NEW
ATARI

Avail. May
Also APPLE, C-64.
Advanced.



Armored warfare of the 1990's. What will it be like when modern war machines — sleek, turbine-propelled, missile-armed, laser-guided — clash on the battlefield? The answer can be found in MECH BRIGADE™. We've compiled the combat ratings for practically every weapon type found in the arsenals of the U.S., West Germany, England, and the Warsaw Pact. Using a modified version of the popular KAMPFGRUPPE™ combat system, hit probabilities for every weapon are calculated instantly. Combat is resolved down to individual tanks, guns and soldiers. Four scenarios are provided, each in a different area of West Germany. Or you can create your own with the Random Setup. During solitaire, the computer can direct either side. By Gary Grigsby.

U.S.A.A.F.™ simulates the daylight bombing of Nazi-occupied Europe by the United States Army Air Force. The Campaign Game lets you play the entire 2-year strategic air war on a day-by-day basis. (Shorter games are also provided.) As the American General, you assign the 8th and 15th Air Forces to fly daily raids over 91 possible targets and bomb 12 types of Nazi industries. As the German player, you allocate flak guns among your cities and deploy the Luftwaffe's fighters from 96 airfields. Weapons become available at the same times they were actually developed in the war (although German jet production can be accelerated). Both sides can swap older planes for newer models; the price is loss of time and pilot experience. The computer can play either or both sides during solitaire. By Gary Grigsby.



NEW
ATARI

Avail. April
Also APPLE, C-64.
Advanced.



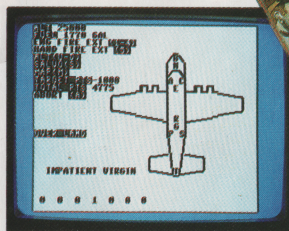
NEW GAMES • NEW CONVERSIONS

50 MISSION CRUSH™ is a role-playing wargame that makes you pilot of the most glamorous bomber of World War II — the B-17 Flying Fortress. Everything is historically accurate, right down to the name of your bomber (Impatient Virgin). The action is so real... real fast and intense! As part of the 8th Air Force 306 Bomber Group in England during 1942, you must try to survive 50 harrowing raids over France and Germany. After each mission, if you survive, you'll be evaluated by the computer and awarded points based on your performance. You start the game as a Lieutenant. Your ultimate goal is to become Brigadier General. And believe us, if you make it through all 50 missions and win all those points, you'll deserve to be General! By John Gray.



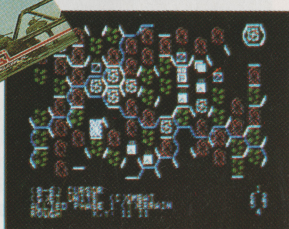
NEW
IBM

Avail. now
Also APPLE,
ATARI, C-64.
Introductory.



NEW
IBM

Avail. now
Also APPLE,
ATARI, C-64.
With Advanced &
Intermed. games.



From the authors who brought you SSI's award-winning KNIGHTS OF THE DESERT™ and BATTLE FOR NORMANDY™ comes another wargaming classic: OPERATION MARKET GARDEN™. This 1944 operation required three Allied airborne divisions to secure six bridges in Holland, thus opening a way for the 30th Corps to cross into Germany.

It was one bridge too far and failed. In contrast, our simulation is a gaming success. Whether you choose the Advanced or Intermediate scenarios, you'll be playing a feature-laden operational-level game with a strong tactical flavor. From bridge building and blowing to the vagaries of weather, every historical detail has been included. During solitaire, the computer directs the Germans. By David Landrey & Chuck Kroegel.

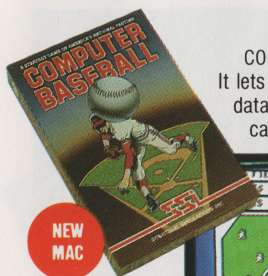
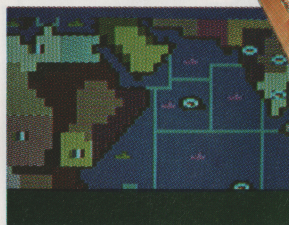
Winner of "Family Computing" 1985 Best Game of the Year Award. COLONIAL CONQUEST™ is a fun and simple game of world domination that brings back the late 1800's and early 1900's — the Age of Imperialism. For up to six human players (or a minimum of one human and five computer opponents), this easy strategy simulation puts you in charge of the U.S., Great Britain, Germany, France, Russia, or Japan. You collect money through taxation, and use it for espionage, subversion, fortification, or buying armies and fleets. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth. Using joystick control and beautiful scrolling color graphics, this game will quench your thirst for absolute power. By Dan Cermak. Note: APPLE disk is 64K.



AWARD
WINNER

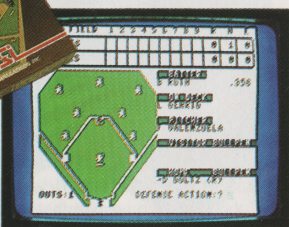
NEW
APPLE

Avail. March
Also ATARI, C-64.
Introductory.



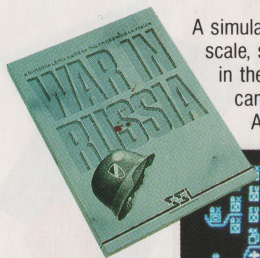
NEW
MAC

Avail. March
Also APPLE, IBM,
ATARI, C-64.
Introductory.



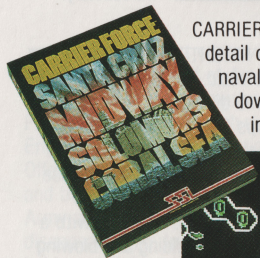
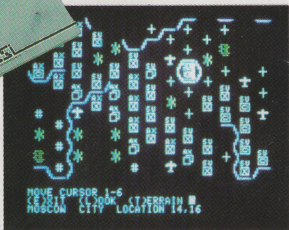
COMPUTER BASEBALL™ is a dream come true for any fan of America's favorite sport. It lets you create and manage any team you like, pro or amateur, real or imaginary. The data for over 20 great past and present major league teams are already provided. You can also create any player you like — from Babe Ruth to Dwight Gooden. Or you can use data disks of player stats (available separately; see page 10). All the options of a big-time manager are at your disposal. Using animated, color Hi-Res graphics, the computer presents an amazingly realistic simulation of baseball, with its explosive action and complex strategies. If you play solitaire, the computer will serve as the manager of the opposing team. If you love baseball, you owe it to yourself to try COMPUTER BASEBALL™! By Charles Mellow & Jack Avery.

Note: MAC version requires BASIC.



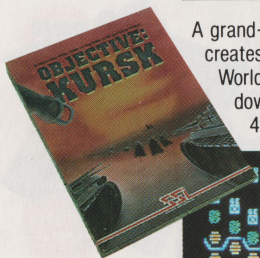
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!

APPLE, ATARI
Advanced.
By Gary Grigsby.



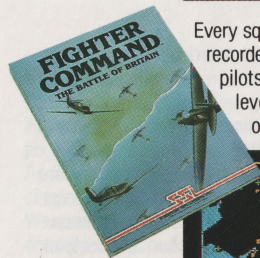
CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and individual plane!

APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.



A grand-tactical game that re-creates the largest tank battle of World War II in Kursk, Russia down to every tank (over 4000!), gun and soldier!

APPLE, ATARI
Advanced.
By Gary Grigsby.

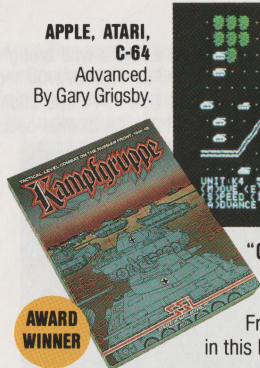


Every squadron is rated and losses recorded in individual planes and pilots in this superb strategic-level simulation of the Battle of Britain.

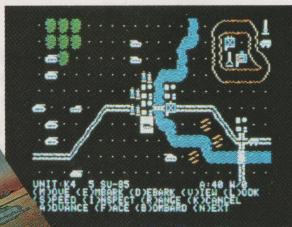
APPLE, C-64
Advanced.
By Charles Merrow & Jack Avery.



W A R G

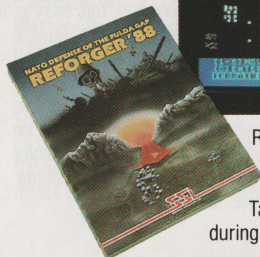


APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

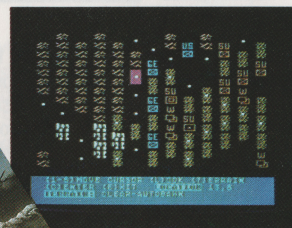


AWARD WINNER

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.



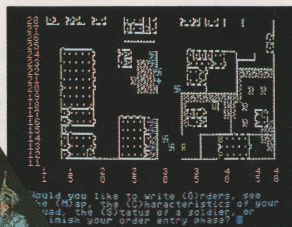
APPLE, ATARI
Advanced.
By Gary Grigsby.



Reforger: NATO's annual exercise assumes a Soviet strike into W. Germany. Take charge in this game during the Fulda Gap invasion.



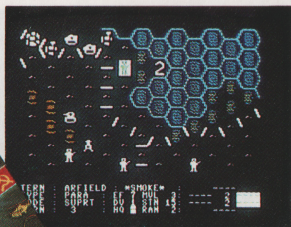
APPLE, ATARI, C-64
Advanced.
By Ed Williger & Larry Strawser.



Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

A M E S

APPLE, C-64
Advanced.
By Roger Keating.



Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia.

APPLE, C-64
Advanced.
By Roger Keating.



Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

APPLE, ATARI, C-64
Advanced.
By Dave Landrey & Chuck Kroegel.



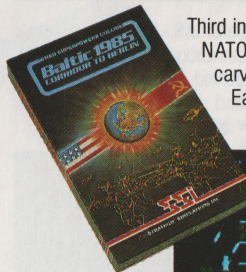
BREAKTHROUGH IN THE ARDENNES™ is so detailed a simulation of the Battle of the Bulge that it includes the Ardennes road network.



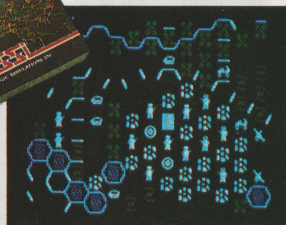
APPLE, C-64
Advanced.
By Roger Keating.



First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions.



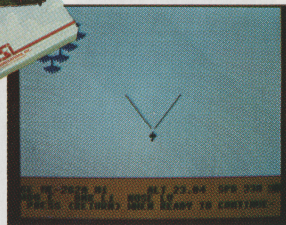
APPLE, C-64
Advanced.
By Roger Keating.



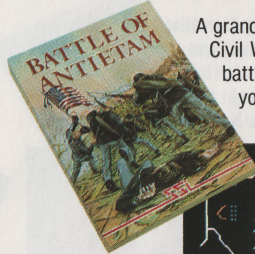
Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.



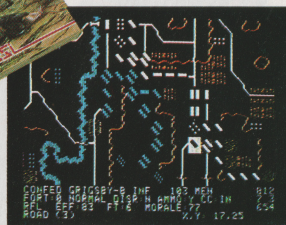
C-64
Advanced.
By Charles Merrow & Jack Avery.



Pilot 36 of World War II's greatest fighters and bombers in four scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight.



APPLE, ATARI, C-64
Contains Intro/Inter/Adv games.
By Dave Landrey & Chuck Kroegel.



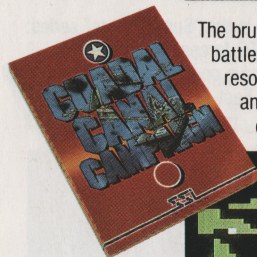
A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



**AWARD
WINNER**

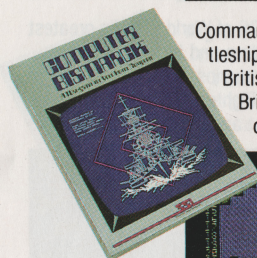
**APPLE, IBM,
ATARI, C-64**
Intermediate.
By Tactical
Design Group.

Origins 1983 Best Computer Game:
Joust with blazing tanks across
desert sands as Britain and
Germany clash in the North
Africa Campaign, 1941-42.



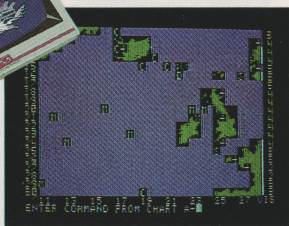
APPLE
Intermediate.
By Gary Grigsby.

The brutal U.S.-Japan land-sea-air
battles around Guadalcanal is
resolved down to the last ship
and plane by this monster
of a wargame.



APPLE
Intermediate.
By John Lyon.

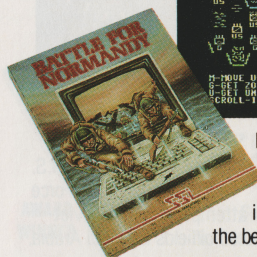
Command Germany's deadly bat-
tleship and clear the Atlantic of
British shipping. Or direct the
British navy to hunt and
destroy the Bismarck.



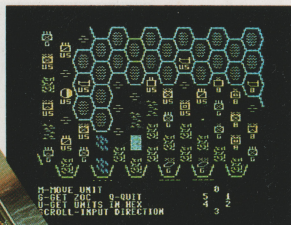
**AWARD
WINNER**

APPLE, C-64
Intermediate.
By Roger Damon.

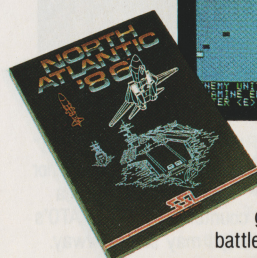
**"Family Computing" 1985 Best
Tactical Game:** Lead Easy Co. of
the 1st Infantry Division in
eight historical battles across
North Africa and Europe.



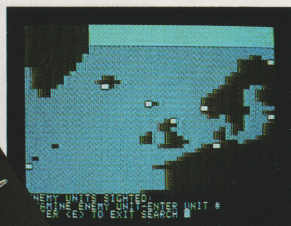
**APPLE, IBM,
ATARI, C-64**
Intermediate.
By Tactical
Design Group.



D-Day is here again! Relive
the massive Allied inva-
sion of Northern France
in June 1944 that marked
the beginning of the end for Hitler.



APPLE
Intermediate.
By Gary Grigsby.

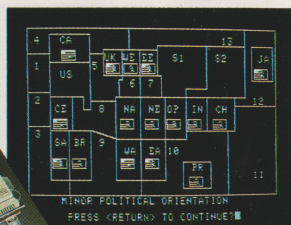


Unleash state-of-the-art
missiles, fighters, bombers
and warships in this
game of NATO-Soviet
battles in the North Atlantic.



**AWARD
WINNER**

APPLE, C-64
Intermediate.
By Bruce
Ketchledge.

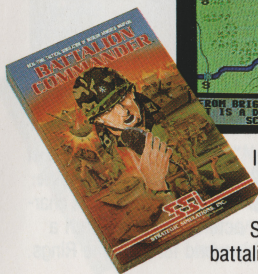


**"Family Computing" 1984
Best Political Game:** Outwit
the computer in a poli-
tical, economic, and military
struggle for world dominance.

W A R G

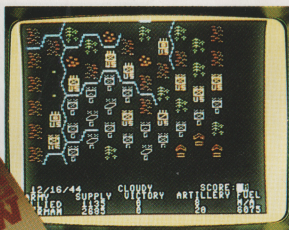
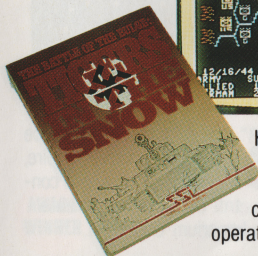
A M E S

APPLE, ATARI, C-64
Introductory.
By David Hille.



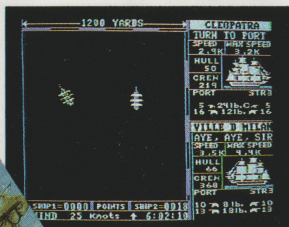
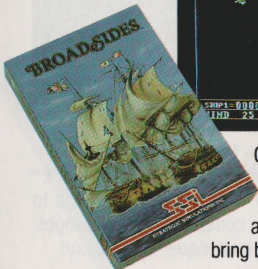
Intense, real-time action is the name of the game as you direct a modern U.S., Soviet or Chinese armored battalion against the computer.

APPLE, IBM, ATARI, C-64
Introductory.
By Tactical Design Group.

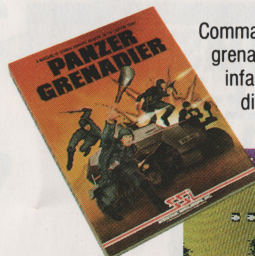


Hitler's final desperate assault that was the Battle of the Bulge is recreated in this easy-to-play, operational-level simulation.

APPLE, ATARI, C-64
Introductory.
By Wayne Garris.



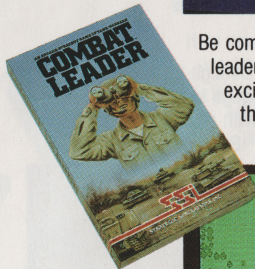
Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.



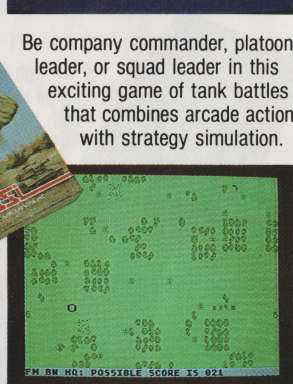
APPLE, ATARI, C-64
Introductory.
By Roger Damon.



Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!



ATARI, C-64
Introductory.
By David Hille.



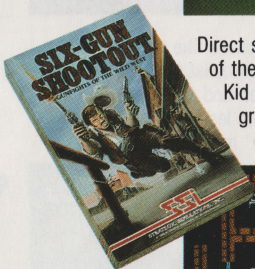
Be company commander, platoon leader, or squad leader in this exciting game of tank battles that combines arcade action with strategy simulation.



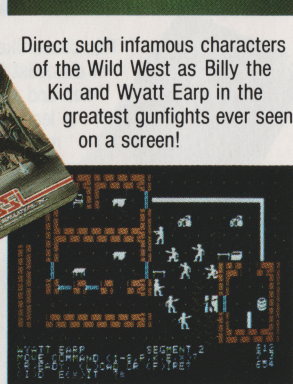
APPLE, ATARI, C-64
Introductory.
By Robert Raymond.



Fly such legendary biplanes as the Sopwith Camel or the Red Baron's Fokker Triplane in this glorious recreation of World War I aerial combat.



APPLE, ATARI, C-64
Introductory.
By Jeff Johnson.

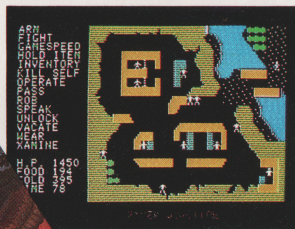
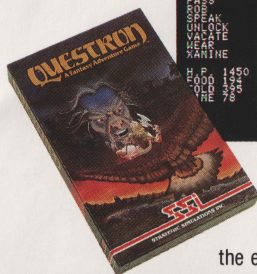


Direct such infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen!

FANTASY ROLE-PLAYING AND SCIENCE FICTION

APPLE, ATARI, C-64

Introductory.
By Charles
Dougherty.

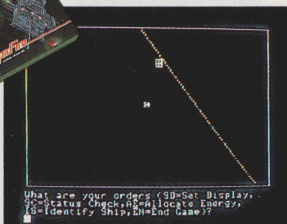


Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.



Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.

IBM
Intermediate.
By Paul Murray.



APPLE, C-64

Introductory.
By Doug Wood.



"Family Computing" 1985 Best Fantasy Role-Playing Game: Command up to six characters as they search a magic world for the Nine Rings.



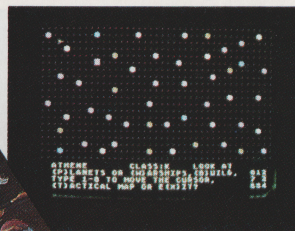
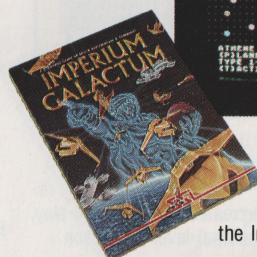
Your ability to not only command a starfleet in battle, but also to design and build starships, will determine THE COSMIC BALANCE™.

APPLE, ATARI, C-64
Introductory.
By Paul Murray.



APPLE, ATARI, C-64

Advanced.
By Paul Murray.

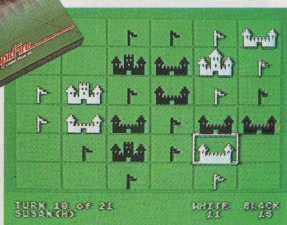


Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.



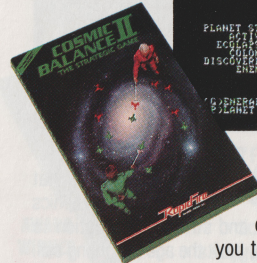
This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master.

APPLE, ATARI, C-64
Introductory.
By Jim Templeman
& Patty Denbrook.



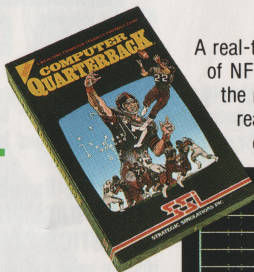
APPLE, ATARI

Advanced.
By Paul Murray.



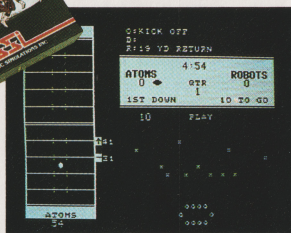
This strategic sequel to THE COSMIC BALANCE™ gives you one world to command and challenges you to conquer the Galaxy!

SPORTS AND EDUCATIONAL ENTERTAINMENT



APPLE, ATARI, C-64
Introductory.
By Dan Buntin.

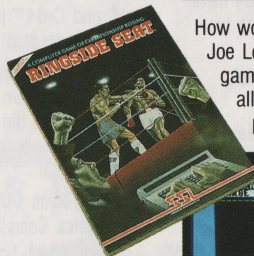
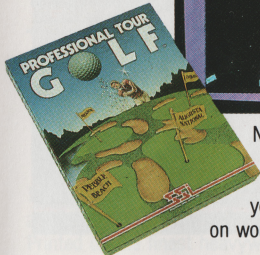
A real-time strategy simulation of NFL football that is probably the most sophisticated and realistic around. Game paddles required.



APPLE, C-64
Introductory.
By Henry Richbourg.



Never has golf been so realistically simulated as in this game that lets you tee off against Masters on world-famous courses.

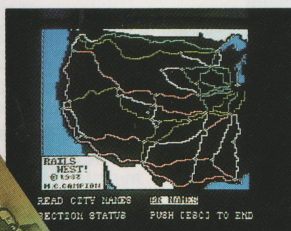


APPLE, C-64
Introductory.
By Carl Saracini.

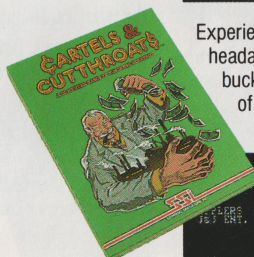
How would Ali have done against Joe Louis? Find out with this game that lets you manage all the famous boxers of the past and present.



APPLE, ATARI, C-64
Intermediate.
By Martin Campion.

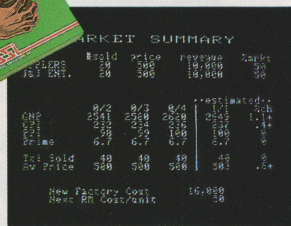


"Family Computing" 1984 Best Financial Game: Wheel and deal your way into building the richest Transcontinental railroad of the 1870's.

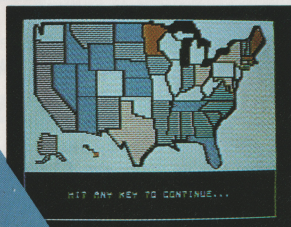


APPLE, IBM, C-64
Introductory.
By Dan Buntin.

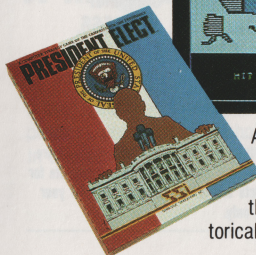
Experience the rewards and headaches of running a megabucks corporation in the jungle of Big Business. For up to six players.



APPLE, C-64
Introductory.
By Nelson Hernandez, Sr.



An educational game that lets you manage the 9-week campaign for the Presidency using historical or imaginary candidates.



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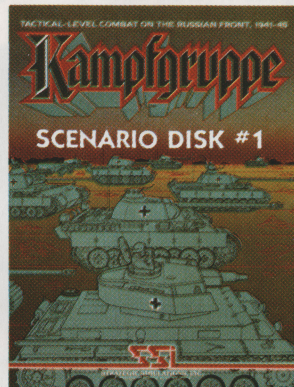
- 1983 Teams Data Disk & Statistics Compiler (Apple, Atari, C-64).
- 1982 Teams Data Disk & Statistics Compiler (Apple, C-64)
- 1981 Teams Data Disk & Statistics Compiler (Apple)
- 1980 Teams Data Disk (Apple; no stat compiler)

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‡ Requires joysticks.

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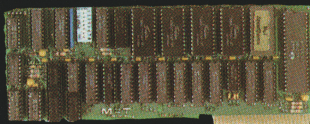
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